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1 [Efficient range-constrained similarity search on wavelet synopses over multiple streams](#)



Hao-Ping Hung, Ming-Syan Chen

November 2006 CI KM '06: Proceedings of the 15th ACM international conference on Information and knowledge management

Publisher: ACM

 Full text available: [pdf\(463.38 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Due to the resource limitation in the data stream environment, it has been reported that answering user queries according to the wavelet synopsis of a stream is an essential ability of a Data Stream Management System (DSMS). In this paper, motivated ...

Keywords: data stream, similarity search, wavelet synopses

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2 [Storage optimization for large-scale distributed stream-processing systems](#)



Kirsten Hildrum, Fred Douglass, Joel L. Wolf, Philip S. Yu, Lisa Fleischer, Akshay Katta

February 2008 ACM Transactions on Storage (TOS), Volume 3 Issue 4

Publisher: ACM

 Full text available: [pdf\(980.49 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We consider storage in an extremely large-scale distributed computer system designed for stream processing applications. In such systems, both incoming data and intermediate results may need to be stored to enable analyses at unknown future times. The ...

Keywords: Storage management, file assignment problem, load balancing, optimization, streaming systems, theory

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[www.support101.com](#)

3 [A novel technique for indexing video surveillance data](#)



Eamonn Keogh, Bhargu Celly, Chotirat Ann Ratanamahatana, Victor Brian Zordan

November 2003 IWVS '03: First ACM SIGMM international workshop on

Video surveillance

Publisher: ACM

Full text available:  pdf(961.64 KB) Additional Information: [full citation](#), [abstract](#),
[references](#), [index terms](#)

Recent worldwide events have renewed interest in the use of video surveillance as a tool for private security, law enforcement and military applications. After appropriate feature extraction has taken place, most video surveillance problems are reduced ...


Keywords: indexing, lower bounding, surveillance data, uniform scaling

4 [Distributed power-management techniques for wireless network video systems](#)

Nicholas H. Zamora, Jung-Chun Kao, Radu Marculescu

April 2007 DATE '07: Proceedings of the conference on Design, automation and test in Europe

Publisher: EDA Consortium

Full text available:  pdf(400.72 KB) Additional Information: [full citation](#), [abstract](#),
[references](#)

Wireless sensor networks operating on limited energy resources need to be power efficient to extend the system lifetime. This is especially challenging for video sensor networks due to the large volumes of data they need to process in short periods of ...

5 [An open architecture for transport-level protocol coordination in distributed multimedia applications](#)



David E. Ott, Ketan Mayer-Patel

August 2007 ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP), Volume 3
Issue 3

Publisher: ACM

Full text available:  pdf(340.09 KB) Additional Information: [full citation](#), [abstract](#),
[references](#), [index terms](#)

We consider the problem of flow coordination in distributed multimedia applications. Most transport-level protocols are designed to operate independently and lack mechanisms for sharing information with other flows and coordinating data transport in ...

Keywords: Network protocols, distributed applications, flow coordination


6 [Adaptive rate control for streaming stored fine-grained scalable video](#)



Philippe de Cuetos, Keith W. Ross

May 2002 NOSSDAV '02: Proceedings of the 12th international workshop on Network and operating systems support for digital audio and video

Publisher: ACM

Full text available:  pdf(338.32 KB) Additional Information: [full citation](#), [abstract](#),
[references](#), [cited by](#), [index terms](#)

In this paper we investigate adaptive streaming of stored fine-grained

scalable video over a TCP-friendly connection. The goal is to develop low-complexity yet high-performing schemes that adequately adapt to the short- and long-term variations in available ...

Keywords: fine-grained scalability, internet video streaming, network-adaptive applications

7 [A stream library using Erlang binaries](#)



Jay Nelson

September 2005 ERLANG '05: Proceedings of the 2005 ACM SIGPLAN workshop on Erlang

Publisher: ACM

Full text available: [pdf\(254.76 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An implementation of a Stream Library for *erlang* is described which uses Built-In Functions (BIFs) for fast access. The approach uses binaries to represent and process stream data in high volume, high performance applications. The library is intended ...

Keywords: BIF, binary, erlang, stream

8 [Inter-stream synchronization between haptic media and voice in collaborative virtual environments](#)



Yutaka Ishibashi, Takeshi Kanbara, Shuji Tasaka

October 2004 MULTIMEDIA '04: Proceedings of the 12th annual ACM international conference on Multimedia

Publisher: ACM

Full text available: [pdf\(738.43 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

This paper addresses an inter-stream synchronization issue between haptic media and voice in networked virtual environments. The paper proposes a media synchronization algorithm for the two types of media stream by enhancing the virtual-time rendering ...

Keywords: collaborative virtual environments, haptic media, media synchronization, voice

9 [Exploiting perception in high-fidelity virtual environments](#)



[Additional presentations from the 24th course are available on the citation page](#)

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez

July 2006 SIGGRAPH '06: ACM SIGGRAPH 2006 Courses

Publisher: ACM

Full text available: [pdf\(5.07 MB\)](#) [mov\(68:6 MIN\)](#) Additional Information: [full citation](#), [appendices and supplements](#), [abstract](#), [references](#), [cited by](#), [index](#)

[terms](#)

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

10 [A two-level resource management scheme in wireless networks based on user-satisfaction](#)



Sourav Pal, Mainak Chatterjee, Sajal K. Das

October 2005 ACM SIGMOBILE Mobile Computing and Communications

Review, Volume 9 Issue 4

Publisher: ACM

Full text available: [pdf\(398.14 KB\)](#)

Additional Information: [full citation](#), [abstract](#),
[references](#), [index terms](#)

The success of future generation wireless data services will depend on the parameterized provisioning of quality of service (QoS) for applications whose demands and nature are highly heterogeneous. Also, user satisfaction will play a key role in the ...

11 [Forensic video reconstruction](#)



Larry Huston, Rahul Sukthankar, Jason Campbell, Padmanabhan Pillai

October 2004 VSSN '04: Proceedings of the ACM 2nd international workshop on Video surveillance & sensor networks

Publisher: ACM

Full text available: [pdf\(400.66 KB\)](#)

Additional Information: [full citation](#), [abstract](#),
[references](#), [cited by](#), [index terms](#)

This paper describes an application that enables quick reconstruction of interconnected events, sparsely captured by one or more surveillance cameras. Unlike related efforts, our approach does not require indexing, advance knowledge of potential search ...

Keywords: active storage, interactive search, video retrieval

12 [Multi-user data sharing in radar sensor networks](#)



Ming Li, Tingxin Yan, Deepak Ganesan, Eric Lyons, Prashant Shenoy, Arun Venkataramani, Michael Zink

November 2007 SenSys '07: Proceedings of the 5th international conference on Embedded networked sensor systems

Publisher: ACM

Full text available: [pdf\(502.65 KB\)](#)

Additional Information: [full citation](#), [abstract](#),
[references](#), [index terms](#)

In this paper, we focus on a network of rich sensors that are geographically distributed and argue that the design of such networks poses very different challenges from traditional "mote-class" sensor network design. We identify the need to handle the ...

Keywords: multi-user sensor networks, progressive encoding, radar sensor networks, utility control, wireless mesh networks

13 [Qualitative research methods in design and development](#)



Dennis Wixon

October 1995 interactions, Volume 2 Issue 4

Publisher: ACM

Full text available: [pdf\(495.60 KB\)](#) Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)

14 [Transport-level protocol coordination in distributed multimedia applications](#)



David E. Ott, Ketan Mayer-Patel

November 2003 MULTIMEDIA '03: Proceedings of the eleventh ACM international conference on Multimedia

Publisher: ACM

Full text available: [pdf\(67.11 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

15 [Issues in the design of a flexible distributed architecture for supporting persistence and interoperability in collaborative virtual environments](#)



Jason Leigh, Andrew E. Johnson, Thomas A. DeFanti

November 1997 Supercomputing '97: Proceedings of the 1997 ACM/IEEE conference on Supercomputing (CDROM)

Publisher: ACM

Full text available: [pdf\(278.72 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

CAVERN, the CAVE Research Network, is an alliance of industrial and research institutions equipped with CAVE-based virtual reality hardware and high-performance computing resources, interconnected by high-speed networks, to support collaboration in design, ...

Keywords: collaborative, persistence, reality, scalable, virtual

16 [Adaptive disk scheduling in a multimedia DBMS](#)



Ketil Lund, Vera Goebel

November 2003 MULTIMEDIA '03: Proceedings of the eleventh ACM international conference on Multimedia

Publisher: ACM

Full text available: [pdf\(326.60 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

In this paper, we present APEX, a disk scheduling framework with QoS support, designed for environments with highly varying disk bandwidth usage. In particular, we focus on a Learning-on-Demand scenario supported by a multimedia database management system, ...

Keywords: MMDBMS, QoS, disk scheduling

17 [A design methodology for selection and placement of sensors in multimedia surveillance systems](#)



Siva Ram, K. R. Ramakrishnan, P. K. Atrey, V. K. Singh, M. S. Kankanhalli
October 2006 VSSN '06: Proceedings of the 4th ACM international workshop
on Video surveillance and sensor networks
Publisher: ACM

Full text available: [pdf\(1.43 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),
[index terms](#)

This paper addresses the problem of how to select the optimal number of sensors and how to determine their placement in a given monitored area for multimedia surveillance systems. We propose to solve this problem by obtaining a novel performance metric ...

Keywords: fault tolerance, performance metric, sensor selection and placement

18 [Enhancing end-user experience in a multi-device ecosystem](#)



Mejdi Trimeche, Riku Suomela, Antti Aaltonen, Gaetan Lorho, Tai Dossaji,
Tomi Aarnio, Samuli Tuoriniemi
December 2005 MUM '05: Proceedings of the 4th international conference on
Mobile and ubiquitous multimedia
Publisher: ACM

Full text available: [pdf\(305.00 KB\)](#) Additional Information: [full citation](#), [abstract](#),
[references](#)

A person may use many devices capable of rendering digital content on a regular basis. For instance, the user is in front of a large TV screen, and soon he or she moves away from the TV and wants to continue the media consumption. The transfer of media ...

Keywords: adaptation engine, content adaptation, end-user experience, mobile context

19 [Point-of-capture archiving and editing of personal experiences from a mobile device](#)

Chon-In Wu, Chao-Ming James Teng, Yi-Chao Chen, Tung-Yun Lin, Hao-Hua Chu, Jane Yung-Jen Hsu
April 2007 Personal and Ubiquitous Computing, Volume 11 Issue 4
Publisher: Springer-Verlag

Full text available: [pdf\(765.05 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Personal experience computing is an emerging research area in computing support for capturing, archiving, and editing. This paper presents our design, implementation, and evaluation of a mobile authoring tool called mProducer ...

Keywords: Mobile user interfaces, Multimedia editing tools, Personal experiences

20 [User evaluation of Fischlár-News: An automatic broadcast news
delivery system](#)



Hyowon Lee, Alan F. Smeaton, Noel E. O'connor, Barry Smyth
April 2006 ACM Transactions on Information Systems (TOIS), Volume 24
Issue 2
Publisher: ACM

Full text available: [pdf\(1.25 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),
[cited by](#), [index terms](#)

Technological developments in content-based analysis of digital video information are undergoing much progress, with ideas for fully automatic systems now being proposed and demonstrated. Yet because we do not yet have robust operational video retrieval ...

Keywords: User-evaluation, content-based video retrieval, usage analysis

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